





GAMMA EYES ONLY

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2.

To take a human shield, either approach target from behind with a single-handed weapon equipped and press **A** or hold **A** while at gunpoint to initiate a Fake Surrender (when prompted). Press **X** to knock out your hostage when they're no longer needed.

3.



To complete a silent, close-combat kill, approach target from behind with an item or silenced weapon equipped and press **X**.

To subdue a target, holster your weapon and approach them from behind, press **X** and then repeatedly tap **X** (press **Y** at the prompt to kill target).



To fire at multiple targets in quick succession, hold **R1** to enter Instinct Mode and press **X**. Then hold **L1** and move **R1** to highlight your targets and press **R1** to "tag" them. Finally, press **X** to execute.

To steady your aim when shooting, hold **L1** and gently squeeze **R1**. Fully depress **R1** to take the shot.

To snipe a target, hold **L1** to take aim, press **Up** to zoom in, gently squeeze **R1** to steady your aim and then fully depress **R1** to take the shot.

To enter cover, press **B**. To leave cover, press **B** again or move directly away from it. To vault over cover, move **Left** to face the object you're hiding behind and press **A**. To move from cover to cover, face the new object and press **A**.

## COMBAT PROFICIENCY

1. Subject displays resolute calm and utter ruthlessness [REDACTED] when engaging in close-quarters combat.
2. Subject has no apparent moral qualms about inflicting collateral damage [REDACTED] to achieve goals.
3. [REDACTED] When handling weapons, subject displays unerring accuracy at all ranges. Faced with multiple targets, he employs logical strategy and skilled use of his environment.

## FINDINGS:

Subject is the shining light of our combat training program. He shows no obvious weaknesses in either close- or ranged-combat scenarios and is equally formidable whether armed or unarmed.

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Items can be used as weapons (e.g. crowbars), distractions (e.g. radios) or both (e.g. fuel cans) in order to gain a tactical advantage.

There are many ways to remain incognito, including activating distractions and hiding bodies. To hide a body, hold **B** to pick it up, move **C** to drag it, and press **Y** to dump it when near a suitable hiding place.

To adopt a disguise, hold **A** when next to a body or clothing bundle (you can use Instinct to further blend in).

Use Instinct Mode to blend in. This will temporarily fool enemies with the same type of outfit as yours.

2. Use Instinct to view usable items, locate objectives, predict paths of enemies, blend in when disguised, initiate Point Shooting and more.

To enter Instinct Mode, hold **Rb** (note that using Instinct drains the Instinct Meter).

You can fill the Instinct Meter by completing objectives, activating distractions and taking out enemies using stealthy methods.

To learn more about your surroundings, you can also activate Instinct mode by tapping **Rb** when prompted (Instinct hints can be disabled in the Options menu).



#### MENTAL APTITUDE

1. Subject's unparalleled mental agility allows him to quickly adapt to his environment.
2. Subject exhibits heightened levels of intuition [REDACTED] serves him well in both strategic and combat scenarios.

#### FINDINGS:

Many years of service has imbued subject with a well-developed "mental toolkit". He displays extreme ingenuity when placed in high-stress scenarios, an innate capability to remain under-the-radar and finely-honed instincts that furnish him with an unmatched insight into his tactical situation.

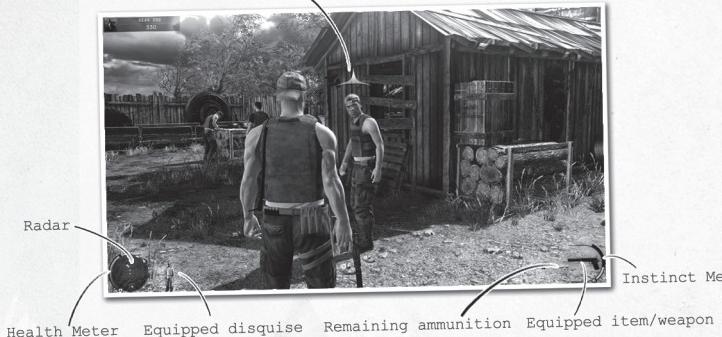
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Attention Indicator



### CONTRACTS: Are you the world's ultimate assassin?

Carry out—and create your own—custom hits on any level in Contracts mode. Challenge friends or take on assassins throughout the world in regional competitions and earn money to upgrade weapons and buy disguises.

### PLAY-TO-CREATE: Creating your own hits

To create a hit, enter a checkpoint, mark your targets, make the kills and make your escape. You can target anyone on any available checkpoint and use any weapon, tool or disguise to customise the hit and shape the contract.

When saving, decide how others should complete your hit. Will you challenge them to mimic your methods or allow them some freedom of approach?

The race is on to find the world's ultimate assassin.

Good luck, agent—the clock is ticking!

REPORT COMPILED BY: \_\_\_\_\_  
  
DIRECTOR DEVLIN C. CLARK